

# Combinatorial Solid Geometry Target Description Standards

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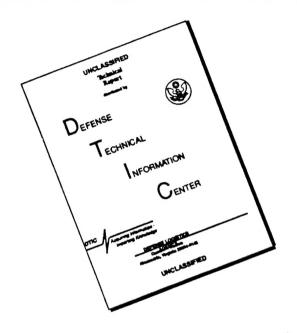
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#### 1. INTRODUCTION

One of the missions of the Ballistic Vulnerability/Lethality Division (BVLD), Survivability/Lethality Analysis Directorate (SLAD), U.S. Army Research Laboratory (ARL) is to conduct vulnerability analyses of combat systems. The Ground Systems Branch (GSB) of BVLD has the responsibility to perform vulnerability analyses on ground armored vehicles using computerized geometric descriptions. A combinatorial solid geometry (CSG) target description of the system being studied is required as input to the vulnerability models used in GSB. This target description must adhere to certain standards so the analyst can easily adapt the description to the vulnerability model. This report outlines the required guidelines for creating a standardized CSG target description of ground armored vehicles. These guidelines are provided so that the target descriptions received in GSB will be similarly built and compatible with the various vulnerability models used in GSB. The authors assume that the reader has prior knowledge of CSG techniques and terminology, BRL-CAD, and the Multi-Graphics EDitor (MGED). Detailed information on the CSG method can be found in Bain and Reisinger (1975); Kuehl, Bain, and Reisinger (1979); and Ellis (1992). Muuss (1991) provides information on BRL-CAD.

#### 2. BACKGROUND

Previously, most target descriptions were created in relatively low detail and under the guidance of a vulnerability analyst. These descriptions were created in-house following an informal set of standards, and each target describer followed a basic description structure. This informal structure, known by the analyst, allowed for easy investigation of the target description and adaptation of the description to various vulnerability models used in GSB. Over the years, target descriptions have become more complex, and the demand for lethality analyses against a wider array of targets has increased. Consequently, a larger and more diverse group of describers (e.g., contractors and other government agencies) has been creating target descriptions. As a result, the analyst's ability to guide the development of the descriptions has deteriorated, leading to descriptions of a varied structure often unusable by the analyst. In fact, the target description may be completed before the analyst has access or input, which, in many instances, causes the description to no longer be easily interrogated by the analyst. Adapting descriptions to vulnerability models has become a laborious effort as many changes must be made to make the descriptions and the models compatible. Therefore, to decrease the amount of time and resources required to support a vulnerability analysis, the development of a formal set of target description standards has become necessary.

#### 3. STANDARDIZATION OF TARGET DESCRIPTIONS

#### 3.1 The Hierarchical Structure

When a target description is initiated, solids are combined into regions, and regions are then grouped into a hierarchical structure that represents a vehicle. To obtain this hierarchy, planning and forethought are needed to ensure that the structure of the description is easily understood by the diverse group of people who will utilize it. An understandable

structure is achieved if certain elements, such as solid and region names, units of measure, and coordinate systems are consistent throughout all target descriptions. The following sections present the fundamental elements needed to create a standardized target description, beginning at the solid level.

#### 3.2 Coordinate System

A reference point (i.e., the origin) on the target must be defined. All target descriptions built by or for GSB will use the X,Y, Z right—handed coordinate system. The origin of a turreted vehicle is located at the intersection of the axis of turret rotation and the ground surface. The positive X axis points to the front of the vehicle, the positive Y axis points toward the vehicle's own left, and the positive Z axis points up. Figure 1 shows the coordinate system for a turreted vehicle.

Since the coordinate system refers to the axis of turret rotation, this policy does not suffice to specify the origin location for turretless vehicles. For these descriptions, a reasonable substitution has been made. The origin will be the intersection of the ground surface and a convenient point along the left–right midplane of the vehicle. The axes will point in the same direction as the axes for turreted vehicles. Figure 2 shows the coordinate system for a turretless vehicle. By choosing the origin in this manner, the target describer can take advantage of the symmetry of the vehicle.

#### 3.3 Units of Measure

As a general rule, vulnerability models in GSB assume that the target descriptions are in millimeters. Although the MGED allows English or metric units of measure, converting between units may cause changes in the geometry due to round off. If the description is created using English units, the description should be converted to metric units before checking for overlaps and voids.

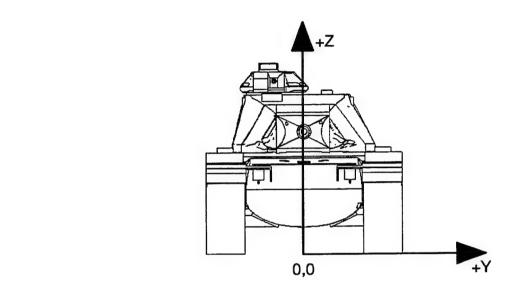
# 3.4 Naming Conventions

#### **3.4.1** Solids

The hierarchical structure of the target description begins with the solid, which is the simplest element of solid geometry. A solid is defined as one of the basic geometric shapes or primitives available for CSG. The MGED primitives, or basic solid types, are listed in Table 1. All solid names should be suffixed with a ".s". For example, *It.idler.hub.s* is indicative of the primary solid describing the left idler hub. Although POLYs, SPLs, and HALFs are available in the MGED, some vulnerability models do not currently accept them. Therefore, they should not be used when creating a description for a vulnerability analysis.

#### 3.4.2 Regions

In the target description, a region, the space occupied by a solid or a combination of solids, represents an actual component of the vehicle. One should construct a coherent target description by creating meaningful region names that reflect the primary solid name and



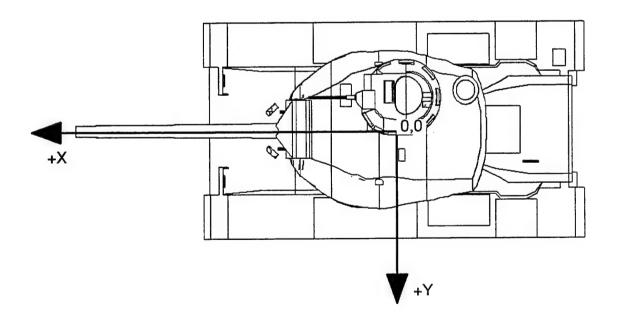
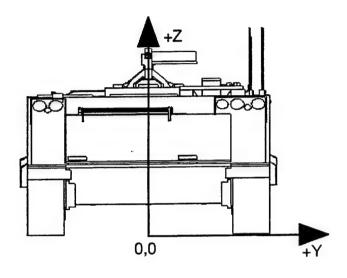


Figure 1. Coordinate Axes of a Turreted Vehicle.



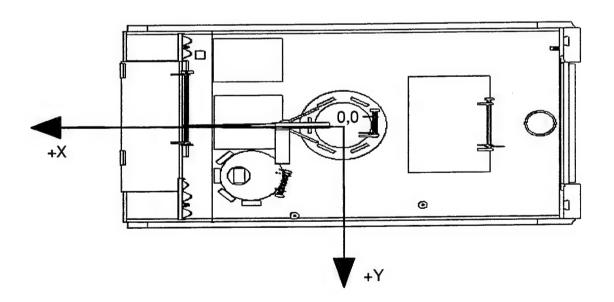


Figure 2. Coordinate Axes of a Turretless Vehicle.

suffix all region names with a ".r". For example, the region *lt.idler.hub.r* consists of the solid *lt.idler.hub.s*.

Suffixing solid and region names allows the target describer and analyst to easily interrogate a vehicle. For example, regions and solids with unique suffixes permit efficient global searching and text manipulation.

Table 1. Basic Solid Types

SYMBOL	NAME
ARS	ARBITRARY TRIANGULAR - SURFACED POLYHEDRON
ARB	ARBITRARY CONVEX POLYHEDRON
ELLG	GENERAL ELLIPSOID
POLY	POLYGONAL FACETED SOLID (DO NOT USE)
SPL	NONUNIFORM RATIONAL B-SPLINE (DO NOT USE)
TGC	TRUNCATED GENERAL CONE
TOR	TORUS
HALF	HALF SPACE (PLANE) (DO NOT USE)
RPP	RECTANGULAR PARALLELEPIPED
BOX	BOX
RAW	RIGHT ANGLE WEDGE
SPH	SPHERE
RCC	RIGHT CIRCULAR CYLINDER
REC	RIGHT ELLIPTICAL CYLINDER
TRC	TRUNCATED RIGHT CYLINDER
TEC	TRUNCATED ELLIPTICAL CYLINDER

#### **3.4.3** Groups

A group is a collection of regions that represents a system within the actual vehicle (e.g., main gun, fuel system, and fuel tanks). Group names should be meaningful to enable the analyst to determine which components are contained within the group. For example, the group *It.idler* could contain *It.idler.hub.r*, *It.idler.arm.r*, *It.idler.rim.r* and *It.idler.tire.r*, which are representative of the left idler.

Examples of groups of a sample target description are provided in section 3.8, Target Description Tree Structure.

#### 3.4.4 Acceptable Characters

Throughout the target description building process, it is important for the describer to carefully select solid, region, and group names. The names should reflect the common names

of the components being described to allow for ease in interrogation of the target description. To facilitate keyboarding while interrogating the description, names should be created exclusively from the following list of characters.

- a-z (lower case)
- 0-9
- . (dot)
- (dash).

Special characters, other than the dot and dash, are not acceptable, as they can cause the various vulnerability models to fail.

#### 3.4.5 Maximum Name Length

Name length of solids, regions, and groups should be limited to no more than 15 characters. The MGED can accommodate individual node names of 16 characters; however, some vulnerability models cannot and may truncate the 16th character.

# 3.5 Geometry Methodology

# 3.5.1 Region Formulation

Solids are combined into regions using three logic operations: intersection (+), difference (-), and union (u). The maximum number of logic operations used to formulate a region should not exceed 100. The MGED cannot evaluate a region defined by more than 100 operations; consequently, the target describer cannot interactively visualize the result of the operations with the "E" command.

Logic operations should not be performed using regions (e.g., region1.r u solid1.s - region2.r). While the MGED can accommodate such operations, not all vulnerability models can; therefore, logic operations should be performed only using solids (e.g., region1.r u solid1.s - solid2.s).

# 3.5.2 Component Formulation

Each component of a vehicle is described as a single region or a group of regions in the description. Selected regions are then grouped to represent systems of the actual vehicle. This methodology will allow for an accurate analysis of the vehicle.

When the armor of the vehicle is created from several types of material, each element of the armor package should be described and uniquely identified. The armor package should then be grouped to include all the elements of the armor.

If a region or group of regions is translated, the region(s) should be pushed to move all translations to the solid level. The geometry of the vehicle will then be based at the solid level, which allows for easier editing of the target description.

Instancing should not be used when creating components, since currently, the use of instances does not allow for unique identification of regions. Regions must be uniquely identified for vulnerability models to produce correct results.

When describing components containing other elements, such as fuel lines and water lines, consideration must be given to assure that the components are modeled similar to the actual components. These components can be modeled two ways. Either the exterior surface and the interior are both described separately to represent the components; or the exterior surface is described as one solid component, with the effective percentage modified to represent the density of the exterior surface containing the interior elements. The components should never be modeled as the interior elements only, as this may lead to false vulnerability results due to the lack of masking in the target description.

Ammunition with sufficiently large diameter, currently greater than 30 mm, should be described explicitly to include the exterior casing and the interior explosive components. With the explosive component described, the analyst can more correctly determine the reaction caused by the impact of a penetrator on the ammunition.

When exterior components of the vehicle extend into interior space (e.g., vision blocks and gun tube) the exterior and interior portions should be described separately and explicitly. This is critical for a compartment-level vulnerability analysis because all interior components, except crew, fuel, and ammunition, are implicitly incorporated through empirically based curves. If interior and exterior portions of a critical component are not described separately, then the component's contribution to the loss-of-function (LOF) may be double-counted.

#### 3.5.3 Overlaps

A law of physics states that no two objects can occupy the same space at the same time. A slightly revised version of this law holds true for target descriptions: no two regions should overlap. Various tools, such as rtcheck in the MGÉD, must be used to check for overlapping. Checks for overlaps should be processed using a small tolerance (0.3–mm overlap and 50–mm cell size) at various aspect angles to ensure that no overlaps exist. The minimum azimuths that should be processed are 0°, 30°, 60°, 90°, 120°, 150°, 180°, 210°, 240°, 270°, 300°, and 330°. The minimum elevations that should be processed for each azimuth are 0°, 30°, 45°, and 60°, as well as one azimuth at 90°elevation.

#### 3.5.4 Contour Geometry

The use of the ARS solid is recommended for contour geometry because it is more efficient than a series of ARBs, from both a creation and a maintenance standpoint. Contoured components are usually measured by recording a series of water lines, and the points recorded on these water lines are precisely what is needed to characterize an ARS. The ARS enables the describer to create a continuous solid, whereas the use of multiple ARBs introduces the possibility of creating gaps in the target description where each ARB meets an adjacent ARB. If the component is large, such as a turret, the use of ARBs can also inadvertently lead to the previously mentioned problem of having more than 100 operations in a region (refer to section 3.5.1). Each of these ARBs must be included in a region by the union operation. The ARS solid is the more compact contour geometry representation, which allows easier geometric maintenance and modification. The target describer can edit the ARS solid with the MGED using the "in" command. Figure 3 shows an example of an ARS turret.

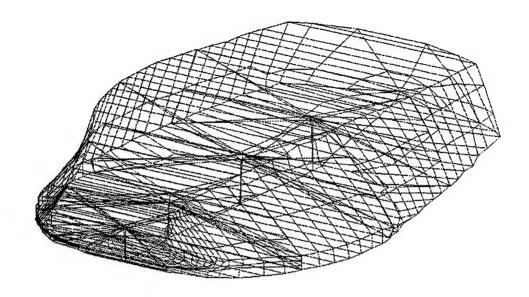


Figure 3. ARS Turret.

#### 3.6 Region Characteristics

# 3.6.1 Region Identification Number

Each region that represents a material component of a vehicle is given a unique name and a region identification (ID) number. Also, each region is assigned a region number by the MGED. ID numbers are used by the vulnerability model to identify the components of the target description. One result of a vulnerability analysis might be a list of all the ID numbers in the target description representing components that were impacted by the projectile or by spall or by both. This list contains only the ID numbers and not the descriptive region name given to the components. To determine which components were impacted, the analyst must, for a given shot, look up the ID numbers in the region ID table of the target description. This problem can be alleviated to some degree if the target description is separated into systems that are identified by a distinctive range of ID numbers. For example, the components belonging to the fuel system should be given ID numbers in the range 2000 to 2999. Then the analyst can quickly identify, without referring to the region ID table, that any ID number in the 2000 series would be a representation of a component that is part of the fuel system. This can save the analyst a significant amount of time when a large number of shotlines is being reviewed and no further identification of the components is required. ID numbers 111 and 9999 are reserved numbers used by several vulnerability codes and should not be assigned to regions in the target description. Each main system of a vehicle is listed in Table 2 along with the associated range of ID numbers. When needed, the ID numbers can be multiplied by a factor of 10 for target descriptions with greater than 9998 unique regions.

#### 3.6.2 Material Code and Effective Percentage

Each region is also assigned a material code and an effective percentage to allow it to emulate the properties of the component. Regions with identical ID numbers must also have

Table 2. Region ID Associations for Target Descriptions

20-199 CREW/PASSENGERS \*

1000–1999 ARMOR STRUCTURE 1000–1499 HULL ARMOR STRUCTURE 1500–1999 TURRET ARMOR STRUCTURE

2000-2999 FUEL SYSTEM

3000-3999 ARMAMENT (GUNS, AMMO, AMMO STORAGE, ...)

4000-4999 ENGINE, DRIVETRAIN, DRIVER CONTROLS

5000-5999 SUSPENSION, WHEEL/TRACK

6000–6999 ELECTRICAL, HYDRAULICS, COMMUNICATIONS 6000–6499 HULL ELECTRICAL, HYDRAULICS, COMMUNICATIONS 6500–6999 TURRET ELECTRICAL, HYDRAULICS, COMMUNICATIONS

7000–7999 FIRECONTROL, COMPUTERS
7000–7499 HULL FIRECONTROL, COMPUTERS
7500–7999 TURRET FIRECONTROL, COMPUTERS

8000–8999 EXTERIOR MISCELLANEOUS 8000–8499 HULL EXTERIOR MISCELLANEOUS 8500–8999 TURRET EXTERIOR MISCELLANEOUS

9000–9998 INTERIOR MISCELLANEOUS 9000–9499 HULL INTERIOR MISCELLANEOUS 9500–9998 TURRET INTERIOR MISCELLANEOUS \*

\*Do Not Use 111 or 9999

the same material code and effective percentage. This is necessary because the vulner-ability models associate one material code and effective percentage with each ID number. If different regions with the same ID number have different material codes or different effective percentages, then some of the regions would not be represented correctly in the vulnerability model. The material codes and associated densities required for compatibility with the vulnerability models of BVLD are listed in Table 3.

# 3.6.3 Air Component Identification

The interior of a vehicle may be separated into several compartments, such as crew, engine, and passenger. Most BVLD vulnerability models require that this internal space contain continuous regions of air because the vulnerability models use the air component to determine, for a given shotline, when a penetrator enters and exits the interior of the vehicle. The interior air component is also used to determine which interior compartment the penetrator has entered. Since the compartment model at BVLD determines vehicle LOF based mainly on parametric curves associated with each compartment, all internal space must be filled with the appropriate type of air. Interior air must be contained within the armored structure of the vehicle. When the vehicle is designed with valid openings, such as gun ports, open hatches, and grills, then the use of "phantom" armor is necessary. A "thin" plate (0.3 mm) of mild steel (material 1) with an effective percentage of one is modeled to provide a boundary for exposed air. Each compartment is identified by name and air code in Table 4.

The region number, ID number, air code, material code, effective percentage, and unique name are combined to create the region identification table. An example of this table is shown in the Appendix.

# 3.7 Critical Components

In vulnerability models, the reduction of the vehicle's ability to perform a mission function can be determined by the compartment perforated and by damage to components that are considered critical. For the compartment–level vulnerability model to accurately determine the LOF of a vehicle, certain components must be included in the description (see Table 5).

The component–level vulnerability model requires the target description to contain the compartment–level critical components as well as other components that, when damaged, cause vehicle LOF. For example, a hydraulic line to the main gun would be considered critical because a firepower LOF would occur if it were severed. A criticality analysis is performed on the vehicle to determine the critical components of a component–level target description. Van Dusen, et al. (1989) contains an example of a criticality analysis.

# 3.8 Target Description Tree Structure

Once the components of the vehicle are described, they should be placed into a tree structure which will allow for easy interrogation of the target description. Similar systems should be grouped together as should subsystems within systems. The top level of the description

Table 3. Material Identification

MATERIAL COL	DE SPECIFIC GRAVITY	MATERIAL
1	7.7641	MILD STEEL
2	7.7641	ROLLED HOMOGENEOUS ARMOR
3	7.7641	FACE-HARDENED STEEL ARMOR
4	7.2038	CAST IRON
5	2.7695	ALUMINUM 2024
6	1.7930	MAGNESIUM
7	8.9007	COPPER
8	10.9978	LEAD
9	4.4824	TITANIUM
10	18.6819	TUBALLOY
11	0.7444	NYLON, UNBONDED
12	0.9285	NYLON, BONDED
13	1.1990	LEXAN
14	1.2166	PLEXIGLASS, CAST
15	1.2166	PLEXIGLASS, STRETCHED
16	2.0011	DORON
17	2.4653	GLASS
18	0.9356	RUBBER
19	0.6500	WOOD, HARD
20	1.0000	WATER
21	0.9024	OIL, LUBE OR HYDRAULIC
22	0.7972	FUEL, DIESEL
23	1.6900	PROPELLANT
24	1.6500	HIGH EXPLOSIVE
25	0.6809	GASOLINE
26	1.3200	FIBERGLASS
27	0.0803	FOAM RUBBER
28	1.0990	PERSONNEL
29	1.2000	RADIATION SHIELDING MATERIAL
30	19.3000	TUNGSTEN
31	2.7695	ALUMINUM ARMOR 5083
32	2.7695	ALUMINUM ARMOR 7093
33	2.7695	ALUMINUM ARMOR, OTHER
34	1.4917	CANVAS
35	0.0001	CERAMIC ARMOR
36	0.1900	CELOTEX
37	2.4500	BORON
38	0.9300	POLYETHYLENE/KEVLAR
39	1.3000	RED FUMING NITRIC ACID
40	18.7000	URANIUM
41	Gallery and an annual statements	SPECIAL ARMOR

Table 4. Air Code Associations for Target Descriptions

AIR CODE	NAME	
01 02 05 07 Do not u	OUTSIDE/GUN TUBE CREW ENGINE PASSENGER se 09	

Table 5. Required Components (Compartment Model)

·	
INTE CRE FUE EXT AMN	ERIOR ARMOR ERIOR AIRSPACE EW/PASSENGERS EL ERIOR MAIN GUN TUBE MUNITION EPENSION
TRACKED VEHICLE TRACK IDLER HUB IDLER FLANGE DRIVE HUB DRIVE FLANGE FRONT HUB FRONT FLANGE REAR HUB REAR FLANGE	TIRE WHEEL HUB

indicates the level of detail. If the top level is *compartment*, then the target description is detailed to compartment level. If the top level is *component*, then the target description is detailed to component level. The top level is then divided into major systems, such as *hull*, *turret*, *suspension*, and *air*, depending on the vehicle being described. Each of these major systems is then divided into smaller, similar systems such as *hull.int* and *hull.ext*. An example of the tree structure for a compartment-level tank target description is shown in Figure 4.

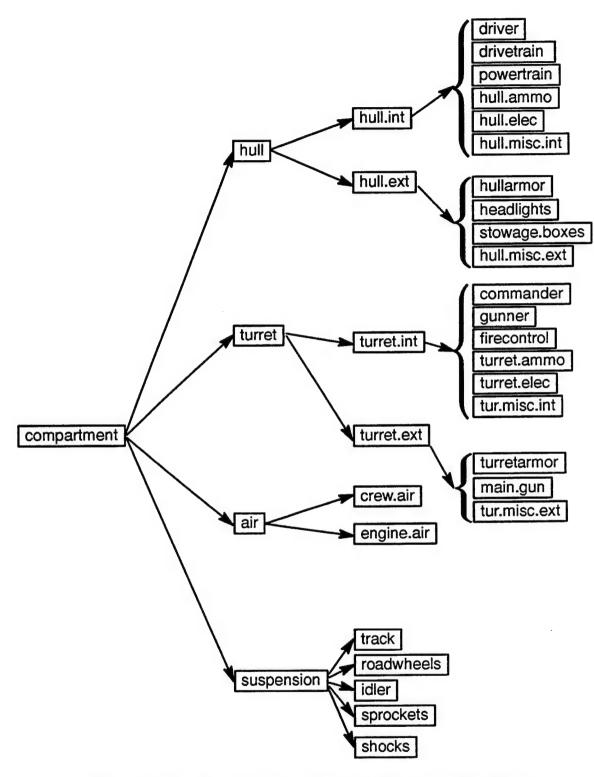


Figure 4. Example of a Tank Target Description Tree Structure.

#### 3.9 Target Description Colors

When displaying many components of a target description, it is often difficult to visually differentiate between the systems of the vehicle. Therefore, as an aid to the analyst, each of the systems can be assigned a characteristic display color. Recommended color values are listed in Table 6. The color of the MGED window, which is usually black, should not be used.

Table 6. Subsystem Color Values

SUBSYSTEM	COLOR	RGB VALUE
CREW/PASSENGER	TAN	200 150 100
EXTERIOR ARMOR	GREY	80 80 80
FUEL SYSTEM	YELLOW	255 255 0
ARMAMENT (NOT AMMUNITION)	GREY	80 80 80
PROPELLANT	MAGENTA	255 0 255
PROJECTILES	RED	255 0 0
ENGINE	BLUE	0 0 255
OIL LINES/HOSES	LIGHT BROWN	159 159 95
COOLANT LINES/HOSES	GREEN	0 255 0
AIR LINES/HOSES	BLUE	0 0 255
DRIVETRAIN	CYAN	0 255 255
DRIVER CONTROLS	DARK BLUE	50 0 175
SUSPENSION	GREY	80 80 80
ELECTRICAL	FOREST GREEN	50 145 20
HYDRAULICS	PINK	255 145 145
COMMUNICATIONS	LIME GREEN	50 204 50
FIRECONTROL	PEACH	234 100 30
FIRE SUPPRESION	DARK RED	79 47 47
MISCELLANEOUS	ORANGE	204 50 50

#### 4. SUMMARY

Required guidelines have been developed to standardize CSG target descriptions provided by or for GSB/BVLD of SLAD/ARL. Compliance with the standardization process will ensure that target descriptions generated in the future will be compatible with the vulnerability models used in GSB of BVLD. This will lead to more efficient production of vulnerability and lethality analyses for the U.S. Army.

#### 5. STANDARDIZED TARGET DESCRIPTION CHECKLIST

To easily adapt a target description to the vulnerability models used in GSB, the following minimum requirements must be met. ☐The target description must be started at a standard reference point (section 3.2). The target description must be completed and checked for voids and overlaps in millimeters (section 3.3). Solids, regions, and groups should have meaningful and descriptive names composed from the set of appropriate characters. Solid and region names must be suffixed by .s or .r, respectively. The length of the names should not exceed 15 characters (section 3.4). ☐Logic operations must be performed only on solids and no more than 100 logic operations per region (section 3.5). ■No region overlaps must be contained in the target description (section 3.5). ☐ Large contoured components should be created using ARSs (section 3.5). ☐The region ID numbers of vehicle systems must follow the set range of ID numbers (section 3.6). The region material and air codes must follow the standard list of codes (section 3.6). Region identification groups must be homogeneous. When different regions are assigned the same ID number, the material and effective percentage of each region must be identical (section 3.6). ☐All interior volume must be modeled either as air or material components (section 3.6). ☐A thin plate of "phantom armor" (0.3 mm of mild steel, effective percentage of one) is modeled over valid openings to provide a boundary for exposed air (section 3.6). ☐The target description must contain critical components appropriate for the level of detail of the analysis being performed (section 3.7). The tree structure of the target description should follow the recommended guidelines (section 3.8).

#### 6. REFERENCES

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# APPENDIX: EXAMPLE OF A REGION IDENTIFICATION TABLE

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19	0	2	0	0	/compartment/air/crew.air/turret.air/tur.air.r:
20	0	2	0	0	/compartment/air/crew.air/turret.air/tur.ring.air.r:
21	0	2	0	0	/compartment/air/crew.air/turret.air/tur.trun.air.r:
22	0	2	0	0	/compartment/air/crew.air/crew.hull.air/hull.mid.air.r:
23	0	2	0	0	/compartment/air/crew.air/crew.hull.air/hull.tur.air.r:
24	0	2	0	0	/compartment/air/crew.air/crew.hull.air/hull.glac.air.r:
25	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.sliver.r:
26	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill.r:
27	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill2.r:
28	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill6.r:
29	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill11.r:
30	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill7.r:
31	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill8.r:
32	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill3.r:
33	0	2	0	0	/compartment/air/crew.air/crew.hull.air/air.fill12.r:
34	0	2	0	0	/compartment/air/crew.air/cupola.air/cup.wpn.air.r:
35	0	2	0	0	/compartment/air/crew.air/cupola.air/cup.ring.air.r:
36	0	2	0	0	/compartment/air/crew.air/cupola.air/air.fill5.r:
37	0	2	0	0	/compartment/air/crew.air/cupola.air/air.fill9.r:
38	0	2	0	0	/compartment/air/crew.air/cupola.air/cup.int.air1.r:
39	0	2	0	0	/compartment/air/crew.air/cupola.air/cup.int.air2.r:
40	0	2	0	0	/compartment/air/crew.air/cupola.air/cup.int.air3.r:
6	0	5	0	0	/compartment/air/engine.air/cent.air.r:
7	0	5	0	0	/compartment/air/engine.air/rt.flare.air.r:
8	0	5	0	0	/compartment/air/engine.air/lf.eng.air.r:
9	0	5	0	0	/compartment/air/engine.air/lf.flare.air.r:
1	0	5	0	0	/compartment/air/engine.air/exhaust.air/exhaust.air.r:
10	0	5	0	0	/compartment/air/engine.air/rt.eng.air/rt.eng.air.0.r:
11	0	5	0	0	/compartment/air/engine.air/rt.eng.air/rt.eng.air.1.r:
12	0	5	0	0	/compartment/air/engine.air/rt.eng.air/rt.eng.air.2.r:
13	0	5	0	0	/compartment/air/engine.air/rt.eng.air/rt.eng.air.3.r:
14	0	5	0	0	/compartment/air/engine.air/eng.top.air.r:
15	0	5	0	0	/compartment/air/engine.air/eng.top1.air.r:
16	0	5	0	0	/compartment/air/engine.air/lt.low.air.r:
2	0	5	0	0	/compartment/air/engine.air/eng.deck.air/cen.deck.air.r:
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313	20	0	28	100	/compartment/turret/turret.int/turret.crew/commander/com.head.r:
314		0	28	100	/compartment/turret/turret.int/turret.crew/commander/com.should.r:
315	22	0	28	100	/compartment/turret/turret.int/turret.crew/commander/com.arms.r:
316	23	0	28	100	/compartment/turret/turret.int/turret.crew/commander/com.up.torso.r:
317	24	0	28	100	/compartment/turret/turret.int/turret.crew/commander/com.lo.torso.r:
318	25	0	28	100	•
187	30	0	28	100	/compartment/hull/hull.int/hull.crew/driver/dr.head.r:
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192 35	o	28	100	/compartment/hull/hull.int/hull.crew/driver/dr.legs.r:
325 40	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.head.r:
326 41	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.should.r:
327 42	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.arms.r:
328 43	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.up.torso.r:
329 44	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.lo.torso.r:
330 45	0	28	100	/compartment/turret/turret.int/turret.crew/loader/ldr.legs.r:
319 50	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.head.r:
320 51	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.should.r:
321 52	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.arms.r:
322 53	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.up.torso.r:
323 54	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.lo.torso.r:
324 55	0	28	100	/compartment/turret/turret.int/turret.crew/gunner/gun.legs.r:
219 1000	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.10.r:
242 1000	0	1	100	/compartment/hull/hull.ext/hull.armor/lo.glacis.r:
243 1001	0	1	100	/compartment/hull/hull.ext/hull.armor/hi.glacis.r:
220 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.11.r:
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225 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.3.r:
226 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.4.r:
227 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.5.r:
228 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.6.r:
229 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.7.r:
230 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.8.r:
231 1005	0	1	100	/compartment/hull/hull.ext/hull.armor/rt.side/rt.side.9.r:
232 1015	0	1	100	/compartment/hull/hull.ext/hull.armor/lt.side/lt.side.0.r:
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234 1015	0	1	100	/compartment/hull/hull.ext/hull.armor/lt.side/lt.side.2.r:
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237 1015	0	1	100	/compartment/hull/hull.ext/hull.armor/lt.side/lt.side.6.r:
238 1015	0	1	100	/compartment/hull/hull.ext/hull.armor/lt.side/lt.side.7.r:
239 1015	0 0	1 1	100 100	/compartment/hull/hull.ext/hull.armor/lt.side/lt.side.8.r:
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256 1020	0	1	100	/compartment/hull/hull.ext/hull.armor/hull.rear.r:
244 1100	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.deck.r:
244 1100	0	1	100	/compartment/hull/hull.ext/hull.armor/hull.mid.r:
255 1101	0	1	100	/compartment/hull/hull.ext/hull.armor/deck.panel.r:
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250 1201	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.grills/rt.grill.r:
251 1202	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.grills/exhaust.grill.r:
252 1300	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.bulkhead/eng.bulk.lo.r:
253 1301	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.bulkhead/eng.bulk.up.r:
254 1302	0	1	100	/compartment/hull/hull.ext/hull.armor/eng.bulkhead/eng.rim.bulk.r:
396 1500	0	1	100	/compartment/turret/turret.ext/tur.armor/tur.sect1.r:
395 1501	0	1	100	/compartment/turret/turret.ext/tur.armor/tur.sect2.r:
394 1502	0	1	100	/compartment/turret/turret.ext/tur.armor/tur.sect3.r:
393 1503	0	1	100	/compartment/turret/turret.ext/tur.armor/tur.sect4.r:
392 1504	0	1	100	/compartment/turret/turret.ext/tur.armor/tur.sect5.r:
397 1510	0	1	100	/compartment/turret/turret.ext/tur.armor/gun.shield/shield.frnt.r:
398 1511	0	1	100	/compartment/turret/turret.ext/tur.armor/gun.shield/shield.rear.r:
400 1515	0	1	100	/compartment/turret/turret.ext/tur.armor/gun.trunion.r:
399 1520	0	1	100	/compartment/turret/turret.ext/tur.armor/turret.ring.r:
405 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup1.r:
406 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup2.r:
407 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup3.r:
408 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup4.r:
409 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup5.r:
410 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup6.r:
411 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup7.r:
412 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup8.r:
413 1700	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect1/cup9.r:
414 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup10.r:
415 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup11.r:
416 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup12.r:
417 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup13.r:
418 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup14.r:
419 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup16.r:
420 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup17.r:
421 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup18.r:
422 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup19.r:
423 1701	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect2/cup15a.r:
424 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup20.r:
425 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup21.r:
426 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup22.r:
427 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup23.r:
428 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup24.r:
429 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup25.r:
430 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup26.r:
431 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup27.r:
432 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup28.r:
433 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup29.r:
434 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup30.r:
435 1702	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect3/cup31.r:
436 1703	0	1	100	/compartment/turret/turret.ext/cupola.armor/cup.frt/cup.frt.sect4/cup32.r:

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143	3626	0			/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj18.r:
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	3628	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj20.r:
	3629	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj21.r.
	3630	0	24 24	100 100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj22.r:
148	3632	0		100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj23.r:
	3633	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj24.r:
	3634	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj25.r:
	3635	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/hull.projectiles/hull.proj26.r:
	3710	Ö	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj1.r:
291		Ö	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj2.r.
	3712	Ô	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj3.r.
	3713	. 0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj4.r:
	3714	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj5.r:
	3715	0		100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj6.r:
	3716	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj7.r:
	3717	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj8.r:
298	3718	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/tur.proj9.r:
299	3719	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
					tur.proj10.r.
300	3720	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
					tur.proj11.r:
301	3721	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
					tur.proj12.r.
302	3722	0	24	100	•
000	0500	^	0.4	100	tur.proj13.r:
303	3723	0	24	100	•
204	2724	^	24	100	tur.proj14.r: /compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
304	3724	0	24	100	
205	2725	^	24	100	tur.proj15.r: /compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
303	3725	0	24	100	tur.proj16.r:
206	3726	0	24	100	
300	3120	U	24	100	tur.proj17.r:
307	3727	0	24	100	
507	3121	Ů	~ .	100	tur.proj18.r:
308	3728	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
					tur.proj19.r:
309	3729	0	24	100	
					tur.proj20.r:
310	3730	0	24	100	/compartment/turret/turret.int/turret.ammo/turret.105mm/tur.projectiles/
					tur.proj21.r:
153	3810	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/ready.projos/ready.proj1.r:
154	3811	0		100	/compartment/hull/hull.int/hull.ammo/hull.105mm/ready.projos/ready.proj2.r:
155	3812	0		100	/compartment/hull/hull.int/hull.ammo/hull.105mm/ready.projos/ready.proj3.r:
156	3813	0	24	100	/compartment/hull/hull.int/hull.ammo/hull.105mm/ready.projos/ready.proj4.r:

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93	<b>♦</b> 4550	0	H.	100	/compartment/hull/hull.int/drivetrain/univer.joints.r:
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98 510	5000	0	1	100	/compartment/suspension/track/lt.track.r:
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	5010	0	18	100	/compartment/suspension/rollers/lt.rollers/lt1.roller/lt1.rol.tire.r:
	5010		1	49	/compartment/suspension/rollers/lt.rollers/lt1.roller/lt1.rol.rim.r:
	5011	0 0	1	100	/compartment/suspension/rollers/lt.rollers/lt1.roller/lt1.rol.fig.r:
	5012	0	1	100	/compartment/suspension/rollers/lt.rollers/lt1.roller/lt1.rol.hub.r:
	5015	0	1	100	/compartment/suspension/rollers/lt.roller.arms/lt1.rol.arm.r:
	5020		18	100	/compartment/suspension/rollers/lt.rollers/lt2.roller/lt2.rol.tire.r:
	5020	0	10	49	/compartment/suspension/rollers/lt.rollers/lt2.roller/lt2.rol.rim.r:
		0	1	100	/compartment/suspension/rollers/lt.rollers/lt2.roller/lt2.rol.flg.r:
	5022 5023	0		100	/compartment/suspension/rollers/lt.rollers/lt2.roller/lt2.rol.hub.r:
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_	5030	0	18	100	/compartment/suspension/rollers/lt.rollers/lt3.roller/lt3.rol.tire.r:
		0	1	49	/compartment/suspension/rollers/lt.rollers/lt3.roller/lt3.rol.rim.r:
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	5032	0	1	100 100	/compartment/suspension/rollers/lt.rollers/lt3.roller/lt3.rol.flg.r:
	5033	0	1		/compartment/suspension/rollers/lt.rollers/lt3.roller/lt3.rol.hub.r:
	5035	0	1	100	/compartment/suspension/rollers/lt.roller.arms/lt3.rol.arm.r:
	5110	0	18 1	100	/compartment/suspension/rollers/rt.rollers/rt1.roller/rt1.rol.tire.r:
	5111	0		49	/compartment/suspension/rollers/rt.rollers/rt1.roller/rt1.rol.rim.r:
	5112	0	1	100 100	/compartment/suspension/rollers/rt.rollers/rt1.roller/rt1.rol.fig.r:
	5113 5115	0	1	100	/compartment/suspension/rollers/rt.rollers/rt1.roller/rt1.rol.hub.r:
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	5120		10	49	/compartment/suspension/rollers/rt.rollers/rt2.roller/rt2.rol.tire.r:
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	5122		1	100	/compartment/suspension/rollers/rt.rollers/rt2.roller/rt2.rol.hub.r:
	5123	0	1	100	/compartment/suspension/rollers/rt.roller.arms/rt2.rol.arm.r:
	5125 5130	0	1 18	100 100	/compartment/suspension/rollers/rt.rollers/rt3.roller/rt3.rol.tire.r:
	5131	0 0	1	49	/compartment/suspension/rollers/rt.rollers/rt3.roller/rt3.rol.rim.r:
	5132	0	1	100	/compartment/suspension/rollers/rt.rollers/rt3.roller/rt3.rol.flg.r:
	5133	0	1	100	/compartment/suspension/rollers/rt.rollers/rt3.roller/rt3.rol.hub.r:
	5135	0	1	100	/compartment/suspension/rollers/rt.roller.arms/rt3.rol.arm.r:
	5200	0	18	100	/compartment/suspension/idler/lt.idler/lt.id.tire.r:
	5201	0	1	49	/compartment/suspension/idler/lt.idler/lt.id.rim.r:
	5201	0	1	100	/compartment/suspension/idler/lt.idler/lt.id.flange.r:
	5202	0	1	100	/compartment/suspension/idler/it.idler/it.idler.hub.r:
	5204	0	1	100	/compartment/suspension/idler/lt.idler/lt.idler.arm.r:
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	5205	0	1 18	100 100	/compartment/suspension/idler/It.idler/It.id.arm.adt.r:
	5210 5211	0			/compartment/suspension/idler/rt.idler/rt.id.tire.r:
		0	1	49	/compartment/suspension/idler/rt.idler/rt.id.rim.r:
	5212	0	1	100	/compartment/suspension/idler/rt.idler/rt.id.flange.r:
	5213	0	1	100	/compartment/suspension/idler/rt.idler/rt.idler.hub.r:
208	5214	0	1	100	/compartment/suspension/idler/rt.idler/rt.idler.arm.r:

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590 5500	0	1	100	/compartment/suspension/torsionbars/torbar.cover.r:
193 6000	0	1	90	/compartment/hull/hull.int/hull.electrical/hull.elec/starter.r:
194 6001	0	1	90	/compartment/hull/hull.int/hull.electrical/hull.elec/generator.r:
195 6002	0	8	7	/compartment/hull/hull.int/hull.electrical/hull.elec/batteries.r:
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201 6004	0	5	100	/compartment/hull/hull.int/hull.electrical/hull.elec/starter.relay.r:
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207 6006	0	1	100	/compartment/hull/hull.int/hull.electrical/hull.elec/gen.contrl.box,r:
199 6007	0	1	30	/compartment/hull/hull.int/hull.electrical/hull.elec/master.cntrl.r:
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204 6100	0	1	30	/compartment/hull/hull.int/hull.electrical/hull.elec/powerpack/powepack.mot.r:
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206 6102	0	1	20	/compartment/hull/hull.int/hull.electrical/hull.elec/powerpack/accumulator.r:
208 6250	0	5	75	/compartment/hull/hull.int/hull.electrical/dr.inter.r:
331 6500	0	1	100	/compartment/turret/turret.int/tur.electrical/tur.elec/tur.cables.r:
332 6501	0	1	40	/compartment/turret/turret.int/tur.electrical/tur.elec/ventil.mot.r:
333 6600	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/cpnl.asmbly.r:
334 6601	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/cl.rnd.swtch.r:
335 6602	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/ctrigger.r:
336 6610	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w131.r:
337 6611	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w132.r:
338 6612	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w133.r:
339 6613	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w134.r:
340 6614	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w135.r: /compartment/turret/turret.int/tur.electrical/cupola.elec/c1w13/c1w136.r:
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349 6630	0	1	100	/compartment/turret/turret.int/tur.electrical/cupola.elec/c1w15/c1w152.r:
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348 6661	0	1	100	/compartment/turret/turret.int/tur.electrical/tur.commo/radios/radio1.r:
355 6700	0	5	75 75	/compartment/turret/turret int/turrelectrical/turremmo/radios/radio? r
356 6701	0	5	75 75	/compartment/turret/turret.int/tur.electrical/tur.commo/radios/ra
357 6702	0	5	75	/compartment/turret/turret.int/tur.electrical/tur.commo/radios/radio3.r:
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